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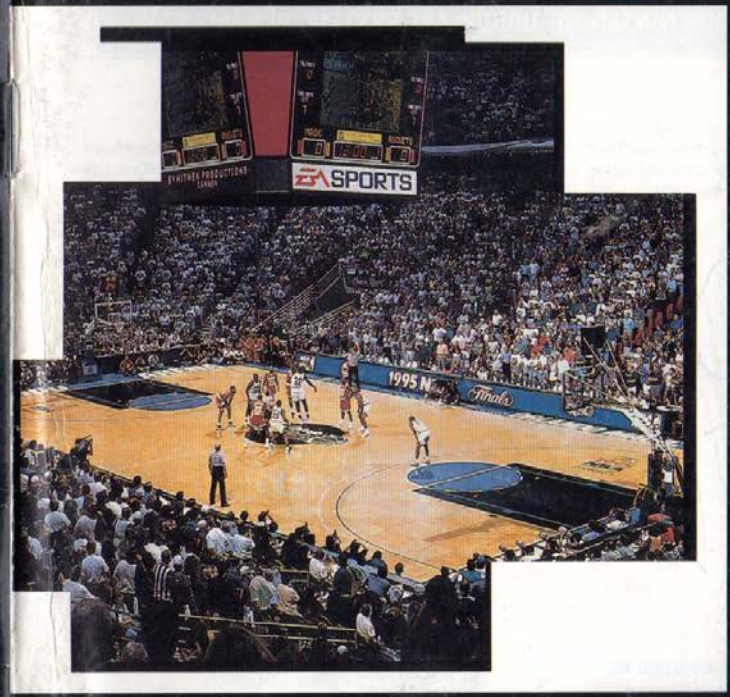
NBA Live 96



INSTRUCTION BOOKLET

KIDS TO ADULTS
K-A
AGES 6+

EA SPORTS

SUPER NINTENDO ENTERTAINMENT SYSTEM

ELECTRONIC ARTS®
P.O. Box 7578, San Mateo, CA 94403-7578

EmuMovies

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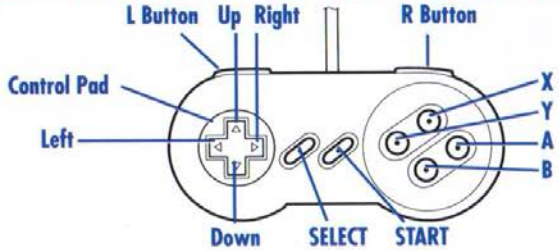
TABLE OF CONTENTS

INTRODUCTION 4
STARTING THE GAME 4
FIRST RUN 5
SETTING UP THE GAME 6
Game Setup Menu 6
Team Select Screen 9
Custom Teams 10
Player Setup Screen 11
Pregame Introduction 12
PLAYING THE GAME 12
Offense 13
Defense 15
Infractions 16
Playcalling 17
Pause Menu 18
Strategy Menu 20
Statistics Menu 24
End of the Quarter/Half/Game 25
SEASON PLAY 26
Starting a Season 26
Team Schedule Screen 27
After the Game 28
THE NBA PLAYOFFS 29
Starting a Playoff Series 29
The Playoff Tree 29
ROSTER SETUP MENU 31

EA TIP Watch this space for special hints and information.

NBA LIVE 96

CONTROL SUMMARY



Gameplay controls

Control Pad	Move player
START	Pause game
R button	Turbo mode (see below)

Offense—with the ball

Y	No action	**X**	Crossover dribble/ Spin move (if available)
B	Pass (Control Pad to choose receiver)	**A**	Shoot (press to jump; release to shoot)

Offense—without the ball

Y	Call for pass	**X**	Jump/Rebound/Tip-in (or make computer ball handler shoot)
B	Switch to player nearest the ball (Control Pad to choose specific player)	**A**	Hand-check

Defense

Y	Steal	**X**	Jump to rebound or block shot
B	Switch players (Control Pad to choose player)	**A**	Hand-check

Playcalling

➪ To call the set/play assigned to A, B, X, or Y, press **SELECT** + **A**, **B**, **X**, or **Y**.

The default Offensive Play assignments are:

A: Isolation A	**B**: Inside ▲ A
X: Three Point 1	**Y**: Box A

The default Defensive Set assignments are:

A: 1/4 Court	**B**: 3/4 Court
X: Full Court	**Y**: 1/2 Court

➪ To call the Quick Play assigned to **A**, **B**, **X**, or **Y**, press **L** + **A**, **B**, **X**, or **Y**.

The default Offensive Quick Play assignments are:

A: Pick and Fade	**B**: Pick and Slip
X: Hand Off	**Y**: Pick and Roll

The default Defensive Quick Play assignments are:

X: Instant Foul	**Y**: Double Team

Turbo mode

R + Control Pad	Run faster
R + **A** (Check)	Hard hand-check

Menu Controls

Control Pad ↕	Move highlight up/down
Control Pad ↔	Change highlighted option
SELECT	Return to previous screen (if available)
START	Continue
B	Action button 1
X	Action button 2
L	Action button 3 (left)
R	Action button 3 (right)

INTRODUCTION

Welcome to *NBA® Live*, year two! In its first incarnation, *NBA Live 95* set the b-ball world on fire on its way to becoming the top-selling five-on-five basketball game of all time. But we're not resting on last year's props–we put our pointy little heads together to add even more phat features to *NBA Live 96*. We listened to NBA players, net surfers, and you, the loyal EA SPORTS™ customer. Here's hoping you like what ya get.

The feature list:

- ❒ Exhibition, Season, and Playoff play, with battery back-up, All-Star game, and 1995-96 schedule.
- ❒ All 29 NBA teams (including the Vancouver and Toronto expansion teams), 2 All-Star teams, and 4 Custom teams.
- ❒ Real NBA players updated with complete 1994-1995 stats. (So put away that sports almanac; it's in the game.)
- ❒ New player and crowd animations, including tip-ins, signature blocks, spin moves, crossover dribbles, and two-foot takeoff power dunks.
- ❒ Improved strategy and options, including on-the-fly playcalling, animated play diagrams, full trades (trade any player, not just starters), expansion draft, shot summary diagrams, and roster management.
- ❒ Ability to create and modify 24 custom players.
- ❒ New free throw perspective with crowd interaction.
- ❒ Plus new music, crowd chants, arena sound FX, and more way cool stuff.

STARTING THE GAME

1. Turn OFF the power switch on your Super Nintendo Entertainment System®.

   WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into controller socket 1 on the Super NES®. If you're playing against a friend, plug the other Controller into controller socket 2.
3. Insert the Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.
4. Turn ON the power switch. The EA SPORTS™ and *NBA Live 96* title screens appear. If you don't see them, begin again at step **1**.
5. Press **START** after each screen to proceed to the GAME SETUP menu.

FIRST RUN

Never played *NBA Live* before? Don't fret, 'cause this section is for you. To make your first run, follow these handy guidelines:

1. From the GAME SETUP menu, press **START** to proceed to an Exhibition game with the default options.

   Note: The first time you start a game, you will be prompted to perform an expansion draft before continuing. Press **START** three more times to proceed through an AUTOMATIC DRAFT, then you return to the GAME SETUP menu. (See *Draft Players Menu* on p. 33 for more information on running a draft.)
2. From the TEAM SELECT screen, press **B** to toggle between the two teams, and Control Pad ↔ to change the highlighted team. Press **START**, and the PLAYER SETUP screen appears.
3. Control Pad ↔ to select the team that you'll control, and press **START**. Game introduction screens appear; keep pressing **START** until the teams line up for the game-opening tip-off.
4. You control the player over the star–in this case, the center. When the ball goes up, press **X** to make your player jump.

- ➪ To make your player run around, press the Control Pad in the direction you want to move. To run up and down the court, press diagonally. To run extra fast, press the **R** button to trigger Turbo mode.
- ➪ To pass the ball on offense or switch to the player closest to the ball on defense, press **B**. Later on, you'll learn how to use the Control

Pad to aim the ball or switch to different players, but for now let the computer choose which player you pass or switch to.

- To shoot the ball, press **A**. Release the button at the top of your jump.
- To jump for a rebound or to block a shot, press **X**.

EA TIP The computer will call plays and defensive sets for you automatically, so just concentrate on playing and don't worry about strategy for now.

- If you get a little winded, press **START** to pause the game and display the PAUSE menu. This menu gives you the score and time left in the quarter as well as a host of options. To check out the option menus, Control Pad ↕ to highlight an option, then press **B**. To return to the game, press **START** again.
- At the end of each quarter you'll see screens listing the score and various statistics. Press **START** to continue at each screen, and you'll get back to the game.

EA TIP If the computer embarrasses you at first, don't worry–you'll get better with practice. And remember the first rule of *NBA Live*: it's a game, so have fun!

SETTING UP THE GAME

GAME SETUP MENU

Use the GAME SETUP menu to choose the game mode, style, and level of difficulty you want to play. Default options are listed in **bold** type.

- Control Pad ↕ to highlight options.
- Control Pad ↔ to change the highlighted option.
- Press **B** to go to the highlighted submenu. (**B** is the primary action button in all menus.)
- Press **START** to continue.

EA TIP These controls are used in all menus in *NBA Live 96*, so learn 'em here and use them everywhere.

MODE	**EXHIBITION:** Play a single game with any NBA, All-Star, or Custom teams. SEASON: Start a new Season where you control an NBA team. See *Season Play* on p. 26. PLAYOFFS: Start a new Playoff tournament. See *The NBA Playoffs* on p. 29. LOAD SERIES: Continue a Season or Playoff saved in one of the two memory slots.
STYLE	**ARCADE:** Freeform basketball where the players never tire or get injured, and fouls and other violations aren't called by the refs. SIMULATION: Absolute realism. Players tire, get injured, and foul out, and you must substitute accordingly. CUSTOM: Use last SET RULES menu settings for rules and simulation options.
LEVEL	**ROOKIE:** The easiest level. It's easy to score, and the computer team isn't too hard on you. STARTER: Average difficulty; the computer plays harder on defense. ALL-STAR: Showtime! It's difficult to make steals or block shots, and the computer offense and defense are cranked to the max.
QUARTER	The length of a quarter can be set to 3, 5, 8, or **12** MIN.
ROSTER SETUP	Go to ROSTER SETUP menu to edit, trade, and draft players. (See *Roster Setup Menu* on p. 31.)
SET RULES	Go to SET RULES menu. (See next page.)
SET OPTIONS	Go to SET OPTIONS menu. (See *Set Options Menu* on p. 8.)

SET RULES MENU

Use this menu to set custom rules and simulation options. Default settings are listed in **bold**.

DEFENSIVE FOULS	This slider (OFF by default) sets the defensive foul sensitivity. As the bar is filled, more fouls are called.
OFFENSIVE FOULS	Sets the offensive foul sensitivity (OFF by default).
OUT OF BOUNDS	Toggle out of bounds calls **ON**/OFF.
BACKCOURT	Toggle backcourt calls ON/**OFF**.
TRAVELING	Toggle traveling calls ON/**OFF**.
GOALTENDING	Toggle goaltending calls ON/**OFF**.
3 IN THE KEY	Toggle three second calls ON/**OFF**.
FOUL OUT	Toggle player foul outs ON/**OFF**. When ON, players are ejected when they commit their sixth foul.
SHOT CLOCK	Toggle 24 second shot clock **ON**/OFF.
INBOUND CLOCK	Toggle 5 second inbound clock **ON**/OFF.
HALF COURT CLOCK	Toggle 10 second backcourt clock **ON**/OFF.
FATIGUE	Toggle player fatigue ON/**OFF**.
INJURIES	Turn player injuries ON/**OFF**. When Injuries are ON, every time a player gets knocked down there is a slight chance he will be injured. In an Exhibition game, an injured player is only affected during the current game. In Season or Playoff mode, he is out for 1–7 games.

SET OPTIONS MENU

Set sound and control options.

MUSIC VOLUME	This slider sets the volume of the music that plays during menu screens. (There is no music during actual gameplay.)
SFX VOLUME	Set game sound effects volume.
MUSIC MODE	**STEREO**, OFF, or MONO.
CROWD SOUND	Turn crowd sound **ON** or OFF.
SLOW MOTION DUNKS	Turn automatic slow motion for spectacular slams ON or **OFF**.
SHOT CONTROL	Toggle shot control between **PLAYER** and CPU (Super NES). In PLAYER mode, the chance the shot will go in is determined by the distance, angle, and release point of the shot. In CPU mode, the shot's probability is determined by the NBA player's statistics and attributes rather than player control.
CPU ASSISTANCE	Turn CPU Assistance ON or **OFF**. When ON, the computer increases the statistical percentages of the team that's behind to help them get back in the game.

TEAM SELECT SCREEN

The TEAM SELECT screen appears before every exhibition game. The visiting team is shown on the left side of the screen, and the home team is shown on the right. Team rankings appear below the team logos when NBA teams are selected.

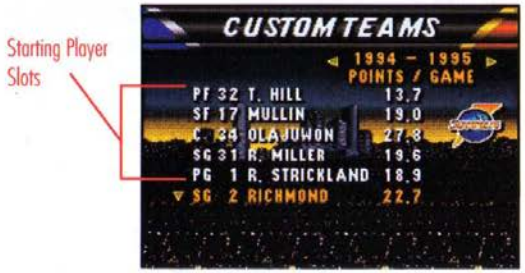
- To toggle the highlight between the home and visitor teams, press **B**.
- To change the highlighted team, Control Pad ↔ to cycle through the NBA, All-Star, and Custom teams.
- To sort the teams by ranking, Control Pad ↕ to highlight a rating. As you Control Pad ↔ you cycle through the teams as sorted by that rating.
- Press **START** to continue. The PLAYER SETUP screen appears.

CUSTOM TEAMS

In *NBA Live 96*, you get four Custom teams that you can populate with your choice from the players of 29 NBA teams. Custom teams can only be used in Exhibition games.

To play with a Custom team:

- Select any of the four Custom teams (SLAMMERS, BLOCKERS, JAMMERS, or STEALERS) from the TEAM SELECT screen. Press **START**, and the CUSTOM TEAMS screen appears.



To change the players on the Custom roster:

1. Control Pad ↕ to highlight the player you want to change, then press **B**. The bottom of the screen lists the roster players for an NBA team.
- Press the **L/R** buttons to cycle through the 29 NBA teams.
2. Highlight a player from an NBA team and press **B** to replace the original player with the highlighted player. You return to the roster of the Custom team.
- To cancel the transaction, highlight the player originally selected and press **B**.
- To view more stats, Control Pad ↔.

Note: The first time you select a Custom team, all the roster slots are empty and read —SELECT PLAYER—. You must fill all the roster slots before you can exit from the screen.

PLAYER SETUP SCREEN

A symbol for every Controller plugged into the system appears on this screen. Up to five players may play if a Multi-Player Adapter is attached. In addition to selecting the team you control, you can select, enter, and delete user names to personalize your controller to track your user stats.

Multiple Player Games
The Multi-Player Adapter lets up to five players play competitively or cooperatively. Just plug the adapter into Controller Socket 2 on the Super NES, and you're ready to go.

Caution: The Multi-Player Adapter is not designed for use with the Super NES Super Scope, the Super NES Mouse, or Controller Socket 1.

- To change the setting for your Controller, Control Pad ↔ to position the Controller symbol under either team to select that team or in the middle to select computer control.
- To toggle the control method, press the **L/R** buttons. When the control arrow points up, Control Pad **diagonally** to move up and down the court. When the control arrow points diagonally, Control Pad ↔ to move up and down the court.
- To cycle through player names, Control Pad ↕. Press **B** to select the highlighted name.

- **To enter a new player name**, highlight NEW and press **B**. Control Pad ↕ to select a letter, then Control Pad → to add the next letter. (Control Pad ← to delete a letter.)
- When you've entered the last letter, press **B** to enter the name.
- **To delete a name**, highlight DELETE and press **B**. Control Pad ↕ to select a user name, then press **X** to delete that name.
- When all players have pressed **B** to select their user names, press **START** to continue. The Pregame Introduction screens appear.

PREGAME INTRODUCTION

Before the game, the Pregame Introduction screens set the stage for the basketball action to follow. First, the Game Introduction screen announces the teams and home court.

- Press **START** to continue. The Team Matchup screen appears.
- The Team Matchup screen compares the two teams. One to three stars indicate strength in each of five categories.

  SCORING: Scoring ability.
  REBOUNDS: Offensive and defensive rebounding.
  BALL CONTROL: Passing and dribbling ability.
  DEFENSE: Shot blocking and steals.
  OVERALL: Overall matchup.

- Press **START** to continue. The player introductions introduce the starting players from both teams. Press **START** to go directly to the tip-off.

THE TIP-OFF

Every game starts with a tip-off between the centers.

- To jump for the tip-off, press **X**.

PLAYING THE GAME

You control the man over the star. Depending on which Controller you're using, the star has a different color:

Player 1	Blue star
Player 2	Red star
Player 3	Green star
Player 4	Cyan star
Player 5	Purple star

If your player is offscreen, an arrow the same color as your control star points toward him from the edge of the screen. Press the Control Pad in the opposite direction to bring him back onscreen.

Just like in the NBA, offense and defense require different skills in *NBA Live 96*. While the Control Pad is always used to move your player, the buttons have different functions on offense and defense. Learn the controls first, then you can focus on your basketball skills and strategy.

EA TIP When your player's star is pulsing, he's on a hot streak, and his attributes are temporarily boosted.

OFFENSE

Moving With and Without the Ball

- Press the Control Pad in the direction that you want to move. You continue to move and dribble as long as you hold down the Control Pad. When you release the Control Pad, you stop moving, but maintain your dribble.
- To execute a crossover dribble or spin move, press **X**. The dribbling move your player executes is determined by his Dribbling rating and his proximity to other players.
- When you start to pass or shoot the ball, you stop dribbling. Once you stop dribbling, you cannot use the Control Pad to move again, or the refs call traveling.
- To run faster, hold down the **R** button while moving. This kicks you into Turbo mode, where you may be able to catch another player from behind or make a lightning drive to the bucket.

If you don't have the ball, you can hand-check your defender to get better position:

- To hand-check, press **A**. To hand-check especially hard, hold **R** while pressing **A**. (The ref may call you for a foul, though.)

Passing

- To pass to the default receiver, press **B**. To retain control of the passer (perfect for give and go plays), hold **B** until the receiver catches the ball.
- To pass to a specific player, use the Control Pad to aim the pass while pressing **B**.
- To throw an alley-oop pass, throw the ball to a player with a clear path to the basket. If he is in a position to jump for an alley-oop, an alley-oop play is automatically executed.
- To call for a pass from a computer-controlled player, press **Y**.

EA TIP Since you can throw the ball faster than you can run, passing is the quickest way to move the ball on the court. Ball movement is the key to offensive success—NBA defenses can contain almost any single player, but good passing gives fits to even the best defense.

Shooting

Players shoot differently depending on who and where they are. For instance, when shooting from the outside, the player will try a jump-shot. Closer in, and he may try a hook shot. Near the hoop he'll try one of a variety of slams (assuming he can slam) or layups.

- To shoot, press and hold **A**. Release the ball at the top of your jump by releasing the button.
- To fake a shot, tap **A**.

EA TIP You'll shoot more accurately if you get your feet set before you shoot and release the ball at the top of your jump.

Note: If the SHOT CONTROL setting in the SET OPTIONS menu is set to CPU, simply press **A** to shoot–how long you hold the button doesn't affect the shot.

EA TIP If you press **B** before you release **A**, you can still pass the ball after you leave your feet to shoot.

Rebounding and Tip-ins

When you don't have the ball, you can crash the boards. If your player has good position, he will automatically try to tip the ball back in the basket.

- To jump to grab a rebound or tip the ball in, press **X**.

24 Second Shot Clock

From the moment you gain possession of the ball, you have 24 seconds to get off a shot that hits the rim. Each time the ball hits the rim or a change of possession occurs, the clock is reset. The 24 second clock appears at the bottom left of the screen when there are 10 or fewer seconds left.

If you don't get a shot off before the 24 second clock expires, the referee calls a shot clock violation, and the other team gets possession.

DEFENSE

Everyone wants to make the sports highlights with awesome dunks, but to win games you have to play tough D.

Switching Defenders

You can switch to the defender nearest the ball at any time, assuming he isn't controlled by another human player.

- To take control of the defender closest to the ball (between the ball and basket), press **B**.
- To take control of a specific defender, Control Pad in the direction of the defender and press **B**.

EA TIP Your first order on defense is to stop the ball, so get a man on the ballhandler before he reaches the top of the key. This cuts off easy penetration and slows down the offense.

Steals

When you're close to the ballhandler, you can try to reach in and steal the ball.

- To try to steal the ball from an opponent, press **Y**.

EA TIP You have to be close to the man with the ball to pull off a steal. But don't get too aggressive unless you want to get whistled for a foul.

Shot Blocking and Rebounding

You can jump to try to block a shot or grab a rebound.

- To jump to reject a shot or work the glass, press **X**.

EA TIP Don't jump for the ball too quickly after a shot, or you may get called for goaltending.

INFRACTIONS

When the refs spot an infraction on the court, they blow the whistle to stop play, and the violation is displayed onscreen.

Fouls

An offensive player gets to take free throws as follows:

- When a player is fouled after the defense commits 5 or more team fouls in a quarter, the offensive player gets 2 free throws. Offensive fouls don't count as team fouls.
- When a player is fouled in the act of shooting, he goes to the line. The basket counts if it is good, and the player gets one free throw. If the basket missed, the player gets two free throws (three if he was fouled while shooting a three-pointer).
- After a flagrant foul, the offense gets two free throws plus possession of the ball.

Free Throws

Use the T-Meter™ to aim your shots from the line. The T-Meter appears when your player goes to the charity stripe.

Press **A** to stop the ball in the center of the T-Meter.

The ball moves left/right on the horizontal bar to control the left/right accuracy of your shot.

- Press **A** when the ball is in the center of the bar to aim your shot.

The ball moves up/down on the vertical bar to control the distance of your free throw.

- Press **A** when the ball is in the center of the vertical bar to set the distance of your shot. The player shoots the ball, and normal play resumes.

The speed the basketball cursor travels on the bars of the T-Meter is controlled by the player's Free Throw rating—the better the rating, the slower the ball travels.

EA TIP When one player shoots free throws, the other player can rapidly press **A**, **B**, **X**, or **Y** to animate the crowd background, making it harder for the shooter to concentrate on the T-Meter. This is effective when the visitor is shooting, as the ball icon is almost transparent and the crowd is more animated.

PLAYCALLING

You can assign four different Sets and/or specific Plays for both offense and defense from the Strategy menu, and then call them on the fly during the game. In addition, you can assign offensive and defensive Quick Plays. See *Strategy Menu* on p. 20 for instructions on selecting sets and plays.

- To call the Set/Play assigned to A, B, X, or Y, press **SELECT** + **A**, **B**, **X**, or **Y**. If your team has possession of the ball, an offensive play is called; on defense, a defensive play is called.
- To call the Quick Play assigned to **A**, **B**, **X**, or **Y**, press **L** + **A**, **B**, **X**, or **Y**.
- Follow the steps from the animated diagram to execute the play. Computer-controlled players will move as outlined on the diagram, but you must control the actions of the ballhandler.

EA TIP The plays and sets are guidelines, but NBA players aren't robots—you make the play happen. We've drawn the X's and O's, but it's up to you to orchestrate your team.

PAUSE MENU

The PAUSE menu appears whenever you press **START** during a game. You must pause the game to call a time out, make a substitution, or choose from other menu options. The TIME OUT and SUBSTITUTION options are not always available—for instance, you can make a substitution only when the play clock is stopped. When options are grayed out, they cannot be selected.

Time Outs

You can pause the game at any time, but you must have possession of the ball to call a time out. The number of time outs remaining is listed after TIME OUT in the PAUSE menu. Each team gets 7 time outs per game.

To call a time out:

- Press **START** to pause the game. The PAUSE menu appears.
- Highlight TIME OUT and press **B**. The SUBSTITUTION option becomes available if it was not already.

Substitution

You can make player substitutions when the play clock is stopped between periods, by a time out, or by a violation such as a foul or out of bounds. When the clock is not stopped, the SUBSTITUTION option isn't available.

To make a substitution:

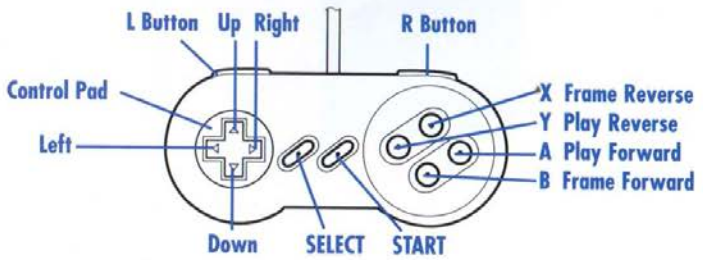
1. When the clock is stopped, select SUBSTITUTION from the PAUSE menu. The SUBSTITUTION screen appears. The 5 players currently in the game are listed on the screen.
   - To toggle between the two teams to check out your opponent's line-up, press **L/R**. (You can only make substitutions for the team you control, however.)
   - To cycle between game stats, player ratings, 1994-95 stats, and season/playoff stats (if applicable), press **X**.
   - To cycle through the available statistics/ratings for the players, Control Pad ↔.
2. To highlight a player for substitution, Control Pad ↕.
3. To substitute for the highlighted player, press **B**. A screen listing the available bench players appears.
4. Control Pad ↕ to highlight a player, and press **B** to insert that player into the lineup. To return to the PAUSE menu, press **START** or **SELECT**.

EA TIP Try to sub in a player who plays the same position as the player you're replacing–don't put a center in for the point guard.

Replay

You can replay the last few seconds of action during the game.

- To go to the REPLAY screen, highlight REPLAY from the PAUSE menu and press **B**. An overlay displaying the game clock and the button functions appears at the bottom of the screen.



- To move the center of the REPLAY screen, Control Pad in any direction.
- To toggle between normal and reverse angle, press **SELECT**.

Strategy Menu

OFFENSIVE STRATEGY

Go to OFFENSIVE STRATEGY menu to select offensive sets, plays and strategy. You can have the computer automatically choose sets and plays, or you can choose four sets/plays to call during the action.

CPU SELECTS — Select this option to have the computer automatically select your offensive sets and plays. (But you can still call your own plays when you want.) When set to **OFF**, you call all your plays manually, and any play or set you call is run until you call another.

- To toggle an option ON (✔)/OFF, highlight the option and press **B**.

CRASH BOARDS — Go after offensive rebounds aggressively if ON, and get back on defense if **OFF**.

OFFENSIVE SETS AND PLAYS

Seven offensive sets are available in *NBA Live 96*, and each set contains from 4–10 plays.

- To highlight an offensive set, Control Pad ↕.
- To cycle through the plays for the highlighted set, Control Pad ↔.

As you select plays, the animated diagram on the right displays the motion of the players and the ball. In the diagram:

1	Point Guard	2	Shooting Guard
3	Small Forward	4	Power Forward
5	Center	②	Player with the ball

The first play in each set has an "A" for automatic after it. When an Automatic play is selected, the computer randomly chooses a play from the offensive set when that set is called, and then keeps calling plays from that set until another set or play is called. If you select a specific play (i.e., any play other than "A"), that play is run until you select another.

- To select the highlighted set/play and assign it to a button, press **A**, **B**, **X**, or **Y**. The selected play is assigned to that button, and any other play assigned to that button is cleared.
- To call the appropriate play during the game, press **SELECT** + **A**, **B**, **X**, or **Y**.

DEFENSIVE STRATEGY

Go to DEFENSIVE STRATEGY screen to select defensive sets and options.

CPU SELECTS — When set to ON (✔), the computer selects defensive sets automatically. When set to **OFF**, any defensive set you call is maintained until you call a different set.

PRESSURE — Select LOW, **MEDIUM**, or HIGH defensive pressure. Higher pressure may lead to more steals, but also more fouls.

DEFENSIVE SETS

Five defensive sets are available, including man-to-man and trapping sets. The clipboard diagram on the right side of the screen shows the alignment for the highlighted set. Sets are selected and called in the same manner as offensive sets, except that there are no individual plays—only basic sets.

OFFENSIVE PLAYS

Quick Plays differ from standard plays in that they are quick, simple, and can be run from any set (but do not alter the set). Quick Plays are selected in the same manner as plays.

- To call the appropriate Quick Play during the game, press **L** + **A**, **B**, **X**, or **Y**.

DEFENSIVE PLAYS

INSTANT FOUL	Computer players try to foul the ballhandler to stop the clock.
DOUBLE TEAM	Computer players try to double-team the ballhandler.

- To call the appropriate Quick Play during the game, press **L** + **X** or **Y**.

DEFENSIVE MATCHUPS

Go to DEFENSIVE MATCHUPS screen.

- To select the highlighted player, press **B**.
- To change the opposing player the selected player guards, Control Pad ↕ to highlight the player you want to guard, and press **B** again. The player who was guarding the man you selected now guards your original man.
- To toggle double-teaming on (Y) or off (**N**) for the selected player, Control Pad ↔. When on, the computer-controlled defensive players try to double-team the ballhandler.

EA TIP Double-teaming is a good way to shut down a player who's lighting you up.

SUBSTITUTION

Toggle between **MANUAL** and AUTO player substitution. When set to AUTO, the computer subs for tired players automatically.

- To view the player changes when the computer makes an AUTO substitution, press **START** when a substitution message appears on the screen.

OFFENSIVE SWITCH

Set the mode for switching players on offense when you don't control the ballhandler. When you press **B** without pressing the Control Pad, you switch to the player closest to the ball (unless this setting is OFF)–this option controls how the Control Pad affects player switching.

OFF: Disables player switching, so you control the same player all the time. To use this feature, switch to the player you want to control, pause the game, and select OFF. You now always control the same player on offense.

BALL: Switch players relative to the ball. When you press **B** + ↑, you control the closest player in the up direction from the ballhandler.

PLAYER: Switch players relative to the player you now control. When you press B + ↑, you control the closest player in the up direction from your current player.

CLOSEST: Switch to the player closest to the ball, regardless of what direction you press the Control Pad.

DEFENSIVE SWITCH

Set the mode for switching players on defense in the same manner as OFFENSIVE SWITCH. The default setting is **BALL**.

PLAY NOTIFY

Toggle notification of playcalling ON/**OFF**. When ON, an overlay on the game screen lists the play being called.

COACH MODE

Toggle coaching mode ON/**OFF**. When ON, you can call plays, pause the game, etc., but don't directly control any players.

PLAY OPTIONS MENU

The PLAY OPTIONS menu gives you access to options and rules screens.

SET RULES	Go to SET RULES screen to change rules and simulation options. See *Set Rules Menu* on p. 8.

SET OPTIONS	Go to SET OPTIONS menu (p. 8).
PLAYER SETUP	Change controller options. See *Player Setup Screen* on p. 11.
EXIT GAME	Go to EXIT menu. Highlight EXIT CURRENT GAME and press **B** to quit the game; highlight DO NOT EXIT to return to the Play Options menu. In Season or Playoff mode, you have the option to exit the entire season or playoff as well as the current game.

Statistics Menu

View stats for the current game or, if available, the current series.

GAME STATS	Go to GAME STATS screen to view both teams' statistics for the current game.
USER STATS	Go to USER STATS screen to view stats (sorted by Controller) for all human players participating in the current game.

- To toggle between Game and Career stats, press **X**.

Note: USER STATS only accumulate statistics for human controlled players during a game. Points, rebounds, etc. accumulated by computer controlled teammates are not registered in USER STATS.

PLAYER STATS	Go to PLAYER STATS screen to view statistics for NBA players. The team you control is shown by default.

- To switch to the other team, press **L/R**.
- To cycle between game stats, player ratings, 1994-95 stats, and series stats (Season or Playoff modes only), press **X**.

SHOT SUMMARY	View a shot chart showing made shots (orange basketballs) and missed (silver basketballs).

- To highlight an option, Control Pad ↕.
- To cycle the highlighted option, Control Pad ↔.
- To switch to the other team, press **L/R**.

END OF THE QUARTER/HALF/GAME

END OF THE QUARTER: The buzzer sounds, play stops, and the score is displayed. Press **START**, and the QTR STATS screen appears. Press **START** to continue, and the teams return to the floor. Both teams can make substitutions during quarter breaks.

END OF THE HALF: After the score is displayed, the KEY PLAYERS screen highlights a player from each team, followed by the HALFTIME STATS screen. (To view additional stats, Control Pad ↔.) Press **START** to continue after each screen, and a trivia question appears. (The answer is given after the third quarter.) When play resumes, all uninjured players are at full Stamina.

END OF THE GAME: After the final buzzer, the final score is displayed. Press **START**, and the game stats of the PLAYER OR USER OF THE GAME are shown. Press **START** after each screen, and the END OF GAME stats are displayed. Press **START** to continue, and the STATISTICS menu appears. (See *Statistics Menu* on p. 24.) When you're through looking at the screens, press **START** to go to the GAME SETUP menu.

SEASON PLAY

You can take a team through an entire season in *NBA Live 96*. You can play and/or simulate your way right on to the NBA Playoffs and the Finals. Two memory slots for saving season or playoff series (including stats) are provided, so you can save and resume your season any way you want.

STARTING A SEASON

1. From the GAME SETUP menu, select SEASON from the MODE option.
2. Set up the remaining options, then press **START**. The TEAM SELECT screen appears.

To continue a saved Season:

1. From the GAME SETUP menu, select LOAD SERIES from the MODE option. Press **START** to continue, and the LOAD SERIES screen appears.
2. Control Pad ↕ to highlight one of the two memory slots, and press **B**. Press **START**, and you return to the position at which the season was saved.

Season Team Select Screen

In Season mode, the TEAM SELECT screen allows you to choose the team you'll control through the season and choose the number of games in the season.

TEAM — Control Pad ↔ to select from the 29 NBA teams. Ratings for the selected team are displayed in the middle of the screen. To sort the teams by rating, Control Pad ↕ to highlight a rating. As you Control Pad ↔, you cycle through the teams as sorted by that rating.

SEASON — Select from **82** (the standard NBA schedule), 28, or 56 game seasons.

EA TIP When you select a full 82 game Season, you get to play a mid-season All-Star game.

- Press **START** to continue. The TEAM SCHEDULE screen appears.

TEAM SCHEDULE SCREEN

Use this screen to play or simulate games throughout your team's season; view league standings, statistical leaders, and scheduled games; or make player trades.

- To move through your team's calendar by day, Control Pad ↔.
- To highlight options from the menu, Control Pad ↕.
- To activate the selected option, press **B**.
- To jump to the next scheduled game, press **START**. If the next scheduled game is already highlighted, pressing **START** will play the game.

PLAY — Play the currently highlighted game. You can only play or simulate the next game; you cannot skip any unplayed games.

SIMULATE — Simulate the currently highlighted game. The game score appears to the right of the team names.

Note: You must save the last simulated game to a memory slot before quitting Season play.

STANDINGS — View League Standings by division.

- To cycle through the NBA divisions, Control Pad ↔.

LEAGUE LEADERS — View the top 10 League Leaders in 13 statistical categories.

- To page through the categories, Control Pad ↔.
- To see more players, Control Pad ↕.

CALENDAR	View the league schedule by day.
	➪ To page through the league schedule by day, Control Pad ↔. (To page by month, press **L/R**.)
	➪ If there is an arrow at the top or bottom of the screen, Control Pad ↕ to see more games.
SET ROSTERS	Go to SET ROSTERS menu (p. 34).
TRADE PLAYERS	Go to TRADE PLAYERS screen (p. 31).
EDIT PLAYERS	Go to EDIT PLAYERS screen (p. 32).
GO TO PLAYOFFS	Go directly to the Playoffs, with the current standings determining the Playoff seeding. See *The NBA Playoffs* on p. 29.
SAVE	Go to SAVE SERIES screen. See *Save Series Screen*, below.
EXIT	Exit the Season.

AFTER THE GAME

After a Season game, the postgame and STATISTICS screens appear as normal. Press **START** to continue, and the SAVE SERIES screen appears.

Save Series Screen

1. To select a memory slot, highlight one of the two slots and press **B**. The current Season series is listed in the selected slot.

➪ To toggle between SAVE and DO NOT SAVE, Control Pad ↔. If SAVE is selected, the series is saved when you exit from the screen; if DO NOT SAVE is selected, the series is not saved.

2. To continue, press **START**. You return to the TEAM SCHEDULE screen.

End of the Season

The STANDINGS screen appears after the SAVE SERIES screen. Teams that qualify for the playoffs are highlighted in gold (division winners in red, and conference champions in blue). Press **START** to advance to the

PLAYOFF TREE screen. If you made the playoffs, see *Starting a Playoff Series* below. If you didn't make the playoffs, the PLAYOFF TREE displays the playoff results. Press **START** to return to the GAME SETUP screen.

THE NBA PLAYOFFS

The playoffs come but once a year in the NBA, but you can create your own playoff atmosphere any time you want in *NBA Live 96*. You can start with an NBA team in Season play and try to make the playoffs, or set up your own custom playoffs using any NBA teams.

STARTING A PLAYOFF SERIES

From the GAME SETUP menu: When you start a new Playoff series from the GAME SETUP menu, you can choose the teams that play in the series, as well as which teams are human-controlled.

1. From the GAME SETUP menu, select PLAYOFFS from the MODE option.
2. Set up the remaining options, then press **START**. The PLAYOFF TREE screen appears.

From Season play: If your team qualifies for the playoffs, the PLAYOFF TREE appears after the end of the season, and your team is highlighted with a control star. Playoffs proceed as normal, except that you cannot change the teams or human control stars. To set the length of the series, Control Pad ↔. Press **START** to continue.

THE PLAYOFF TREE

- To highlight a team, Control Pad ↕. To scroll the screen left/right, Control Pad ↔.
- To toggle human control on/off for the highlighted team, press **B**. Human-controlled teams are highlighted in blue and have a star behind the team name at the bottom of the screen. Games involving human-controlled teams are played; other games are simulated.
- To change the team in the highlighted playoff slot before the playoffs begin, press **L/R** to cycle through the NBA teams. A team can appear in more than one playoff slot.
- To change the series schedule, highlight GAMES in the center of the screen. Press **B** to cycle through the choices. Choose from 5-7-7-7 (the NBA format; 5 games in the first round and 7 games thereafter), 1-1-1-1, 1-3-3-3, or 3-5-5-5.
- To go to the ROSTER SETUP screen to change your playoff roster, highlight PLAYOFF ROSTER and press **B**. See *Roster Setup Menu* on p. 31.
- To continue, press **START**. The Playoff options appear at the center of the screen:

  PLAY: Play next scheduled Playoff game. Press **B**, and the PLAYER SETUP screen appears. Gameplay proceeds as normal.

  SIMULATE: Simulate next Playoff game.

  SAVE: Go to SAVE SERIES screen (p. 28).

  PLAYOFF LEADERS: View Playoff statistical leaders.

  SET ROSTERS: Go to SET ROSTERS menu (p. 34).

  EXIT: Exit the Playoff.

End of the Game

After a Playoff game, the postgame and STATISTICS screens appear as normal. Press **START** to continue, and the SAVE SERIES screen appears.

1. To select a memory slot, highlight one of the two slots and press **B**. The current Playoff series is listed in the selected slot.

- To toggle between SAVE and DO NOT SAVE, Control Pad ↔.

2. To continue, press **START**. You return to the PLAYOFF TREE screen.

End of the Round

- If you win your round, the procedure is the same as any other game, except when you return to the PLAYOFF TREE your team icon is moved to the next bracket and you face a new opponent.
- If you lose a round, you return to the PLAYOFF TREE screen to see the final playoff results after the postgame screens. Press **START** after each screen to return to the GAME SETUP screen.

ROSTER SETUP MENU

From the ROSTER SETUP menu, you can trade, draft, and create players and set the starting lineup for any team.

Note: Team rosters are determined by actual NBA rosters as of April 24, 1995. Some players are not included in the game for legal or contractual reasons.

Trade Players Screen

You can trade players between your team and any other team. You're the GM here—you make the deals!

1. Highlight TRADE PLAYERS from the ROSTER SETUP menu and press **B**. The TRADE PLAYERS screen appears.
2. Control Pad ↕ to highlight the player you wish to trade, and press **B**. The bottom portion of the screen lists the roster of another NBA team.

- To cycle through the NBA teams, press **L/R**.
- To cycle through the statistics/ratings for the players, Control Pad ↔. (To cycle through stat/rating types, press **X**.)
- To highlight the player you wish to trade for, Control Pad ↕.

3. To accept the trade for the highlighted player, press **B**. The players are exchanged, and you return to the TRADE PLAYERS screen.

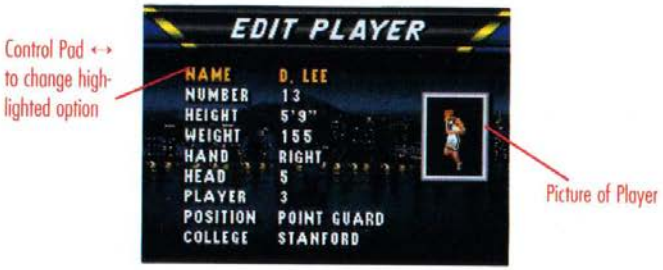
- To abort the trade, highlight the player you were going to trade and press **B**. You return to the original TRADE PLAYERS screen.

Edit Players Screen

You can create and edit up to 24 players in *NBA Live 96*. The 24 default custom players have names in the form 'ROSTERX', where 'X' is the player's position (e.g., 'SG').

When you select EDIT PLAYERS from the ROSTER SETUP menu, the SELECT PLAYER menu appears:

- To toggle between A and B Group players, press **L/R**. Each group contains 12 player slots, and the team the player is currently assigned to appears to the right of his name.
- To edit a player, Control Pad ↕ to highlight a player, then press **B**. The EDIT PLAYER screen appears.



- To toggle between Attributes and Ratings, press **L/R**.

ATTRIBUTES

NAME — Enter a player name of up to 12 letters
- Press **B** to clear the Name, and then Control Pad ↕ to change the highlighted letter; Control Pad ↔ to add/highlight a letter.
- Press **B** to accept the name.

NUMBER — Enter a jersey number from 00–99.

HEIGHT and WEIGHT — Player height and weight.

HAND — Select LEFT or RIGHT hand for dribbling and shooting.

HEAD and PLAYER — Select head style and player skin tone.

POSITION — Player's natural position.

COLLEGE — Player's college.

RATINGS

FIELD GOAL — Field goal rating from 50—99.

THREE POINT — Three-point shooting ability.

FREE THROW — Free throw shooting ability.

DUNKING — Ability to make spectacular slams.

STEALING — Ability to steal the ball.

BLOCKING — Shot blocking rating.

OFF. REBOUND — Offensive rebounding ability.

DEF. REBOUND — Defensive rebounding ability.

OFF. ABILITY — Offensive court awareness.

DEF. ABILITY — Defensive court awareness.

PASSING — Passing skill.

SPEED — Running speed.

QUICKNESS — Quickness rating.

JUMPING — Leaping ability.

DRIBBLING — Ball handling skill.

STRENGTH — Body strength.

Draft Players Menu

Go to DRAFT SETUP menu to run an expansion draft for the new Toronto and Vancouver franchises. The rules of the *NBA Live 96* expansion draft are as follows:

- When an NBA player is drafted by an expansion team, his roster slot on his original team is filled with one of the 24 custom players.
- Only one player per NBA team may be drafted.

Note: If you have previously run the draft, this option reads REDRAFT PLAYERS, and selecting this option erases all created players and resets all player trades.

AUTOMATIC DRAFT — The computer automatically drafts players for both expansion teams.

- To toggle between Vancouver and Toronto rosters to view the results, press **L/R**. Press **START** to continue.

DRAFT BOTH TEAMS — Make draft selections for both new teams. You start with a roster composed of 12 default custom players, and then exchange these players for actual NBA players.

1. At THE DRAFT screen, Control Pad ↕ to highlight a roster slot, and then press **B**. The lower portion of the screen lists the available players from an NBA team.

- To cycle through the NBA teams, press **L/R**, to highlight a player, Control Pad ↕.

2. To draft the highlighted player, press **B**. The two teams take turns making picks—Toronto drafts a player first, then Vancouver, then Toronto, etc.

- Repeat the process until both teams have filled all their roster slots. To continue, press **START**.

DRAFT VANCOUVER ONLY — Make draft selections for Vancouver only; Toronto selections are made by the computer.

DRAFT TORONTO ONLY — Make draft selections for Toronto only.

Set Rosters Menu

The SET ROSTERS menu allows you to change the roster slots for the players on your team. The first 5 players on the roster are the starters.

- To select a team, press **L/R**.
- To cycle through stat/ratings, Control Pad ↔. To cycle through stat and rating types, press **X**.
- To exchange the roster slot of two players, highlight a player and press **B**. Highlight a second player, and press **B** again. The players switch roster slots.

THE TEAM

Sam Nelson, Executive Producer–Eagerly awaiting the arrival of the Grizzly's to Vancouver. After *NBA Live 95* last year, he claims to be responsible for convincing the NBA that Vancouver is the place for an expansion team.

Stanley Chow, Producer–The Man. Is getting used to sleeping on a 1" foamy in his office. This nocturnal roundball enthusiast is still contemplating moving into his second career choice as a point guard.

Ivan Allan, Development Director–Upgraded the barbecue to accommodate the larger teams working on these basketball games during the many late nights. Since this project is over the Lawn Ranger can mow again. Ooo oo.

Daniel Ng, Programmer–Closet cowboy. Can only survive the long nights at work by listening to an endless supply of country music CDs, and apple juice.

Andy Rogers, Programmer–Our British import. Didn't know what a geoduck was until he joined the NBA team. Has learned a lot about basketball over the course of this project.

Dan Scott, Programmer–The early riser. Gets the job done while most of us are still in bed. Now he just wants to sleep in...

Allan Johanson, Stunt Programmer–Veteran of many seasons of stunt programming, he joined the game in the last quarter and continued through the overtime periods to help win the championship. Now that the game is over, he can see his ever-patient wife again.

Rod Reddekopp, Stunt Programmer–Earning a solid rep as a great stunt programmer; came through once again to help this game out in the last couple of overtime periods to claim a giant victory. Being as young and talented as he is, he has many great seasons ahead of him.

Amory Wong, Stunt Programmer–An even OLDER stunt programming veteran, he showed us young whipper-snappers a thing or two about coding when it really counted. You can now find him resting comfortably in his rocking chair, getting ready for when we call upon him again.

Ken "Thursty" Thurston, Lead Artist–The Rookie of the Year did a major slam this year with all the new and improved animations in the game. Thursty plans to move from game making to being the right hand man for Big Country. (He just has to grow another 2 feet.)

Darrell Olthuis, Artist–Sweet Daddy-O is the hottest court drawing, crowd pleasing, mutha' to include ranting coaches an' excited benches. The future for this Cyber Dynamo is to design the "SHAQ Mobile," a Roadster tall enough to fit any b-baller's frame. He likes long walks an' hoop jumping. He hopes to have his own net one day as he enjoys fishing the west coast lakes, rivers and shores. Last words, GGuurrrrOOOoohhh... GGGrizzly's ...YEAH!!!

Sab Reinarz, Artist–Unlike others, enjoys the allergy season because it gives him an excuse to double up on his Benadryl intake. After popping a couple, you can find "sniffles" happily grinding out ideas and engaging in twisted conversations with others about the latest "tasteless" acquisition.

Kristene (Enzo) Nielsen, Artist–Poured blood, sweat, and tears into this product, left with retina burn from staring at the screen for countless hours. Now it's your turn!

Mike Smith, Art Director–Mr. Cityscapes would have written his own bio but decided to get married and take off on a Caribbean honeymoon instead.

Tarrnie Williams Jr., Associate Producer and Designer– Tarrnie worked long and hard to make this the best game ever. He says, "People are probably really sick of me by now, but they should just wait 'till the next game."

Wil Mozell, Assistant Producer–The agony of compacted wisdom teeth and going FINAL on *NBA Live 96*, are a tough combination. Wil's advice until next time are to play *NBA Live 96* really hard, buy stock in major pharmaceutical companies, and READ THE LABEL.

Jeff Dyck–Before joining EAC three years ago, Jeff's music was mostly in a "Techno" style. The first EAC game he worked on was *Skitchin'* which required heavy "Grunge" music and since that game, Jeff's addicted to hard kickin' tunes with a techno flavor. EAC hired the guitar player from Jeff's band The Heavy Lounge, Saki Kaskas, to record the guitar samples used in the game.

Gary Lam–Lead Tester of an overly dedicated group of hired guns. Currently retrieving the pieces of his social life, he can finally go home and get a couple hours of sleep...in a row.

Craig Welburn–Backup Lead, affectionately known by some as "Burnt." When he's not flogging the testers, he's fragging them.

CREDITS

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Stunt Programmers: Allan Johanson, Rod Reddekopp, Amory Wong
Art Direction: Mike Smith
Lead Artist: Ken Thurston
Graphics and Animation: Sebastiaan Reinarz, Darrell Olthuis, Kristene Nielson
Sound FX and Music: Jeff Dyck
Lead Tester: Gary Lam
Backup Leads: Adrian Crook, Craig Welburn
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